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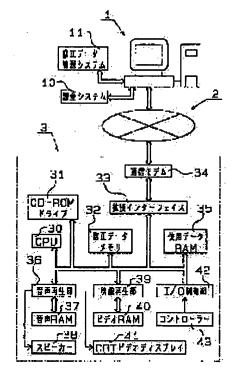
IZUTA SHINGO

## (54) COMMUNICATION TYPE GAME SYSTEM UTILIZING PACKAGE

## (57)Abstract:

PURPOSE: To enable always updating of game programs and data recorded in a package media to the newest at a lower cost by feeding a correction data to a terminal from a host computer to carry out a game with the correction of the program.

CONSTITUTION: When a CD-ROM is set on a terminal 3 to select a game desired to be used, the terminal 3 accesses a host computer 1 automatically. Then, an ID code and an identification code are sent out per the terminal 3 while an application data stored in an application data RAM 35 is transferred to the host computer 1 to reset a recording. In addition, the host computer 1 specifies the terminal 3 to check the paying state 10 while the application data is stocked into a



correction data managing device 11. Furthermore, a correction data is called up from the correction data managing system 11 to be sent to the terminal 3 while the correction data is recorded into a correction data memory 32.

## **LEGAL STATUS**

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